

Major Healing Potion +5♥

30

19	08	38	19	08	38
2	2	1	3	3	2
2	2	3	3	3	4
3	3	3	3	3	3

Berming Shaman

34

4	4	4	4	4	4
5	4	3	3	2	1
4	4	4	4	4	4
4	4	4	4	4	4
4	4	4	4	4	4

Versatile Dagger 25

When you use a default top action, ♣3 instead of ♠2.

Shadow Armor

When attacked, suffer no damage.

30

36	73	52	36	73	52
-	1	-	0	2	-
4	4	3	5	5	4
-	3	3	-	4	4

North-Bar

1215

4	4	4	4	4	4
2	2	2	2	2	2
3	3	3	3	3	3
3	3	3	3	3	3
3	3	3	3	3	3

Bloody Axe 40

Suffer 2 damage for +1♠ to entire melee attack action.

Spiked Shield

Gain ♠1 and ♠2 when damaged by an attack.

40

44	29	56	44	29	56
1	2	-	1	2	-
3	1	1	4	2	2
3	4	3	4	5	4

Hoax Archer

68

4	5	4	3	3	3
1	1	1	2	2	2
5	5	5	5	5	5
15	07	15	51	02	55

Stamina Potion 10

Recover 2 discarded cards.

Staff of Control

Add 2♣ or 2♠ to an attack.

30

14	47	70	14	47	70
-	2	-	-	2	-
2	1	3	3	2	4
4	4	5	5	5	6

Sandus Icestorm

79

4	5	4	3	3	3
3	3	3	3	3	3
3	3	3	3	3	3
36	41	25	96	41	25

Minor Healing Potion 10

♣+♠

Staff of Elements 50

During your turn, infuse any element.

17	79	14	17	79	14
-	6	-	-	6	-
5	7	3	7	6	4
5	-	5	6	-	5

Deal

Living Spirit

1316

22	48	61	22	48	61
2	3	-	3	3	4
2	3	3	3	3	4
3	3	2	3	2	3

Imposing Blade 55

When you kill an enemy, gain ♠1 on next attack against you.

Curse Dagger 45

When you kill a monster, gain 1 money token.

70	30	50	70	30	50
1	3	2	1	3	2
4	2	3	5	3	4
-	-	-	-	-	-

City Guard

Altrath

89

52	73	52	14	73	4
3	3	-	3	3	6
2	3	5	3	3	4
3	-	3	3	3	4

Boots of Dashing 40

+3♣ to a single movement.

Platemail 50

♠1 against all attacks from an enemy of your choice.

11	36	52	11	36	52
4	5	2	5	6	2
3	6	5	4	7	5
-	4	-	-	5	5

Dargoth

Torstein

1518

52	36	36	52	14	36
-	3	-	3	-	3
-	6	5	5	6	6
3	-	4	-	4	-

Drakescale Helm 50

When you gain ♠, gain ♠ instead.

Ancient Bow 40

To your ♠ attack, +2♠ and ♠.

68	22	31	68	22	31
2	4	-	2	4	-
3	3	1	4	4	2
-	-	-	3	-	-

Furien

King Fere

1015

36	85	11	36	85	11
6	-	2	5	5	8
8	8	7	7	7	8
5	5	-	5	-	5

Staff of Eminence 70

During a ♠ attack, consume any element for +1♠.

Hawk Helm 20

+1 X to a X attack.

26	6	19	26	6	19
4	3	5	5	4	6
2	2	2	2	2	2

Hound

80	41	13	-	-	-
4	3	3	3	3	3
4	1	4	3	1	-
11	14	08	11	17	00

Heater Shield 20

Gain 1 when damaged.

18	38	58	18	38	58
-	3	1	-	4	2
3	2	3	3	2	3
2	-	2	2	-	2

Silent Dagger 50

Add +1 to melee attacks.

32	14	68	32	14	68
2	1	-	2	1	-
3	3	4	4	3	5
3	4	5	4	5	6

Bandit Archer

30	15	50	-	-	-
3	-	2	3	3	3
2	-	3	3	3	3
05	51	03	05	51	03

Piercing Bow 30

During a X attack, ignore enemy.

24	17	85	17	17	85
4	5	6	5	5	6
3	4	3	4	5	4
-	-	-	-	-	-

Throwing Axe 35

Add X3 to your melee attack.

18	38	58	18	38	58
-	3	1	-	4	2
3	2	3	3	2	3
2	-	2	2	-	2

Frost Demon

43	21	09	43	21	09
4	4	3	4	3	2
1	4	3	1	3	2
1	1	1	1	1	1

Night Blade 25

During your melee attack, to add +2.

43	09	12	43	09	12
3	3	3	3	3	3
3	2	2	3	2	2
2	3	2	2	3	2

Tower Shield 40

Gain 2 when damaged.

24	17	85	17	17	85
4	5	6	5	5	6
3	4	3	4	5	4
-	-	-	-	-	-

Prime Demon

64	20	45	-	-	-
3	3	2	2	2	2
3	3	3	2	2	2
3	1	1	2	2	-
1	1	2	-	-	-

Balanced Blade 60

When you use a default top action, to add +2.

64	20	45	-	-	-
3	3	2	2	2	2
3	3	3	2	2	2
3	1	1	2	2	-
1	1	2	-	-	-